
Beta Tester Tuesday - 3DMark 11 Demo

A: The only way this could happen is if you were to have some sort of ios/nslog and combined the logs in the debug output. If you are not using ios/nslog then there is no way it could happen unless something interfered. As the process has run for 17.5 seconds and will run again after 1/2 a second I am guessing it has something to do with the code, which is also the only place you have said there is code that runs. I would encourage you to do the following: 1) Rebuild the project 2) Rebuild the simulator 3) Run the project 4) Run the simulator 5) If you are using ios/nslog please paste your logs 6) Ask some questions about the project, but this is a guess 7) Make sure you are not using ios/nslog and that you have not combined debug logs 8) make sure you have restarted ios for changes to the simulator 9) If you did 3, 4 and 7 then it is something you are doing in the code, then you should re-build it and try again. What ios/nslog does is try to be a very common logging system and when debugging a project usually does something like this: - (void)logSomething: (NSString*) what message { NSLog(@"%@", [NSString stringWithFormat: @"%@", [what message]]); } So the 2 lines in (NSString stringWithFormat: @"%@", [what message]) are the message of the log and the rest is the %@. If you have a log message in your debug output but nothing in your nslog then something is wrong with NSLog. If this is the case then re-build the simulator, re-build your project and see if that fixes the issue. If it does then something else on your computer is causing the issue. If this doesn't work for you, then it is not ios/nslog, and it is likely something in the code. Re-build the project and re-build the simulator, and if you can't figure out what is wrong with your code then run it in the simulator and see what is happening. Let me know if you need any more information. EDIT: If you need to "re-build the project", then



